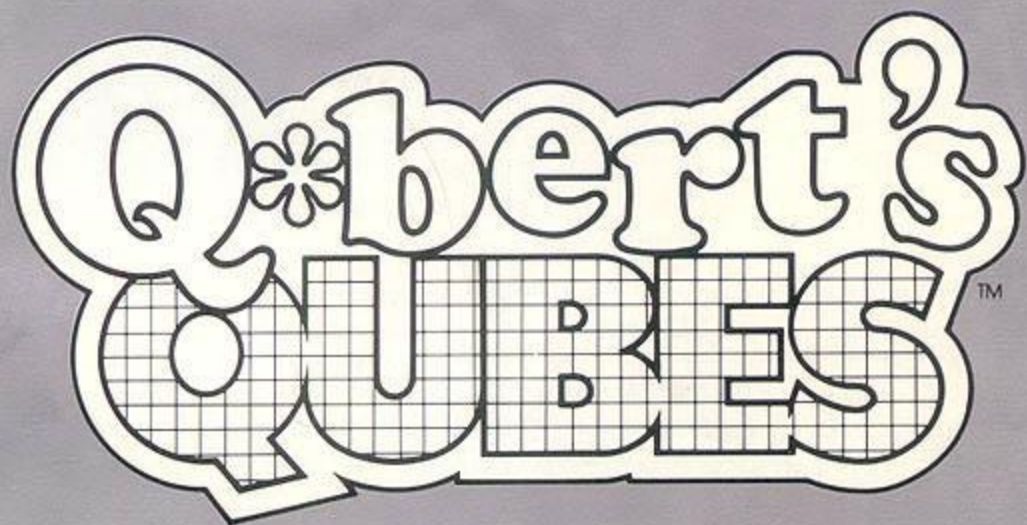

P A R K E R B R O T H E R S



R U L E S

ATARI 2600™ & COMPATIBLE SYSTEMS

Q*bert's Qubes game graphics © 1984 Mylstar Electronics, Inc.
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Take several rows of suspended "three-dimensional" qubes. Drop onto them some very weird creatures in pursuit of a guy who loves to hop, and what have you got?

One of the wackiest games you may ever play! And a most challenging one. You may need to match two or even three rows of qubes in one round. And then there is always someone—or some thing—trying to stop you...not to mention undo what you've already done. It's great fun, too. When was the last time you met a Meltnik or a Shoobop?

Q•bert's Qubes...it's a video game of another dimension.

Object

To color-match qubes in a row (or rows) of four. Do so in order to move to the next round. There are four rounds per level, ten levels in all.

Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot.
2. Since this is a one-player game, plug a joystick controller firmly into the LEFT controller jack.
3. Choose a skill level. To start at Level 1 (easy), set the LEFT Difficulty switch at A. To start at Level 6 (difficult), set the switch at B.
4. Set the TV TYPE switch to COLOR—even if you're playing on a black and white TV.
5. Turn the power ON.
6. Press the GAME RESET switch to begin.

At any time during the game, you may start over by pressing the GAME RESET switch.

If you wish to freeze the action, set the TV TYPE switch to B-W.

The Joystick Controller



Hold the joystick controller so that the four corners form a diamond with the FIRE button at the top. Move the joystick in the direction of the arrows—and only in these directions—in order to make Q•bert hop diagonally up and down the rows of qubes.

Playing

In this game Q•bert has six lives. Remaining Q•berts are shown at the top of the screen.

Matching the target qube

Look at the qube in the upper left portion of the screen. **This is the target qube.** The object is to color-match a row (or rows) of four qubes to this target qube. To make a match, Q•bert must jump off the qube in the appropriate direction—as if he were tumbling that qube. (This may have to be done several times.) Once the qube matches the target qube, it becomes one color. In lower levels, a matched qube is locked in place. As you'll see in higher levels, matched qubes can be unmatched by Shoobops—or by Q•bert himself!

Once Q•bert matches the required number of rows to win the round, he is rewarded with a fanfare of lights and sounds and proceeds to the next round with his remaining lives.

Meltniks

Meltniks derive their name from an uncanny ability to sink and disappear into qubes that match the color of their complexions. Although a Meltnik may look harmless, he or she can put an end to Q•bert if he runs into one. (Warning: Although Q•bert can stop other green characters, he can't stop a green Meltnik!)

Purple Ball

Q•bert mustn't ever play catch with Purple Ball because Purple Ball will squash him on contact! Also, be warned that when Purple Ball reaches the bottom qubes, it hatches Rat-a-tat-tat!

Rat-a-tat-tat

A dirty rat if ever there was one. This rat follows Q•bert like Monday follows Sunday and will finish Q•bert off if Q•bert's not quick. There is, however, a trick to getting rid of the rodent. You see, Rat-a-tat-tat has a terrible sense of balance. When he jumps onto a qube that's changing colors, he loses his balance and falls. Change the colors at just the right moment, and Rat-a-tat-tat is off Q•bert's trail!

Sheldon the turtle

Sheldon is an influential turtle. When Sheldon and Q•bert collide, everyone (except Q•bert) slows down a bit and new characters are introduced at a slower rate.

Green Ball

Green Ball poses no danger for Q•bert when the two collide. In fact, there is good reason for doing so: When Q•bert and Green Ball collide, all characters except Q•bert freeze for a moment. During this time, Q•bert may hop about freely until the action resumes.

Shoobops

Some Shoobops wear shades while others do not. In the long run they're all the same. They're green and they're mean! Green because Q•bert can make them disappear on contact and mean because they can change the colors of qubes—even ones that have already matched the target! So... see a Shoobop... shoo it away!

Bonus Round

Upon completion of every fourth round, Q•bert plays the Bonus Round. During this round, Q•bert stands in place and rotates a qube beneath him. Once it matches the target qube, Q•bert jumps to the next qube. The object is to match as many qubes as he can for bonus points before the round ends.

End of Round

The round ends when you match the required number of rows. The following round will display a new target qube.

End of Game

The game ends when you lose your last Q•bert. To play again, press the GAME RESET switch.

Game Escalation

The longer you stay in the game, the more challenging it becomes:

- The characters in pursuit move at a faster rate.
- The characters in pursuit are introduced more frequently.
- You may be required to match up to four rows per round.
- Fewer free qubes are given per round.
- Qubes may NOT lock in place once they are matched.

Scoring

Landing on a qube	5 points
Matching a qube to the target.	100 points
Catching Green Ball	100 points
Catching a Shoobop	100 points
Catching Sheldon	100 points
Eliminating Rat-a-tat-tat with a given Q•bert (per round)	
1st time	500 points
2nd time	400 points
3rd time	300 points
4th time	200 points
5th time	100 points
every time thereafter	5 points
Bonus points at end of round	
Level 1	200 points per matched qube
Levels 2-10	Starting at 225 points per matched qube, the value of matched qubes in each successive round increases 25 additional points
Bonus Round	Starting at 100 points, the value of each succeeding matched qube increases by 100 additional points
Bonus Q•bert	one every 10,000 points

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